Title: Digital Dialects

URL: http://www.digitaldialects.com/English.htm

Grade Level: Early Elementary, or ELL

Subject Area: English-Vocabulary

Purpose: To become familiar with basic English vocabulary, and to identify common objects by sight.

Rules: The player is provided with a word (like apple), and must then use the mouse to identify the object in a picture. The identification becomes harder as the game progresses.

Objectives: To identify all of the terms correctly.

Feedback: When the wrong object is identified, nothing happens. When the correct answer is found, the object is ceremoniously removed from the picture (the apple dances out of the fruit bowl).

Interactions: There is no interaction. This is a very low-level game used primarily for vocabulary development. After spending quite a while looking for a more involved game that would be useful in an English classroom, I eventually gave up. While any of the role-playing games mentioned in the assignment could be said to develop language skills through their complex dialogues and interactions, I don’t feel the connection is strong enough to bring them into my classroom. Digital Dialects, by contrast, would actually be useful for an ELL student placed in a general education class. I have such a student at my placement, and I will probably suggest this site to him. He reads at approximately a 1st grade level and his family is refusing ELL services. Though it is certainly remedial, practicing naming different fruits/numbers/animals would actually benefit this student.

Storyline: No real story line.

Benefits: Very easy to use, and does not demand a significant time commitment.

Challenges: Very low level thinking involved. Most students will become bored quickly.